charter, by repealing all of subtitle "3. Bladensburg" and by adding a new subtitle "3. Bladensburg", to stand in place of the sections so repealed, to the Code of Public Local Laws of Prince George's County, 1963 edition and 1967 Supplement, as amended, the amendment to repeal the town charter for Bladensburg and enact a new charter.

[Subtitle 3 of the Code of Public Local Laws of Prince George's County, repealed and added.

Effective Date March 2, 1977]

BOWIE

(Prince George's County)

CHAFTER AMENDMENT RESOLUTION NO. R-1-77

A RESCLUTION OF THE COUNCIL OF THE CITY OF BOWIE, MARYLAND adopted pursuant to the authority of Article 11E of the Constitution of Maryland and Section 13 of Article 23A of the Annotated Code of Maryland (1957 Edition, as amended) to amend Section 3 entitled "Composition; election; terms of office." said section being Section 5-3 of Subtitle 5 of Article 17 of the Code of Public Local Laws of Maryland (1963 Edition, as amended), which Article contains in whole or in part the Charter of the City of Bowie, by repealing and re-enacting with amendment said Section 3, to end staggered election of councilmembers.

WHEREAS, some councilmembers are elected in even years and some in odd years; and

WHEREAS, it is deemed advisable to end staggered elections;

[Section 5-3 of the Code of Public Local Laws of Prince George's County, as found in the 1963 Edition and 1967 Supplement, repealed and reenacted, with amendments.

Effective Date March 8, 1977]

CHARTER AMENDMENT RESOLUTION NO. R-2-77

A FESCLUTION OF THE COUNCIL OF THE CITY OF BOWIE, MARYLAND adopted pursuant to the authority of Article 11E of the Constitution of Maryland and Section 13 of Article 23A of the Annotated Code of Maryland (1957 Edition, as amended) to amend Section 31 entitled "Election of councilmen" said section being Section 5-31 of Subtitle 5 of Article 17 of the Code of Public Local Laws of Maryland (1963 Edition, as amended), which Article contains in whole or in part the Charter of the City of Eowie, by repealing and re-enacting